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FINAL ROUND RESULTS



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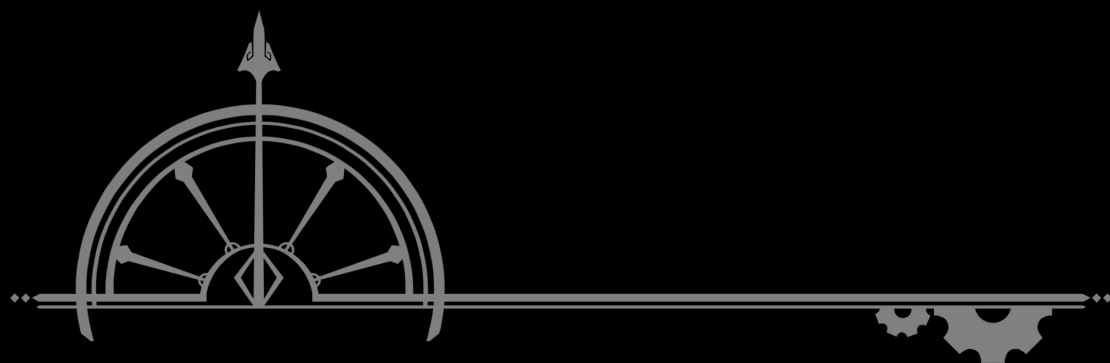


Two years have passed since the city first opened its gates.

Through fractured times and gathering storms, contestants and spectators alike have put forth their best efforts to tell their own stories.
Whether you contributed big or small, know that you as a creator and consumer helped make Splinter City what it is today.

We thank you for your lasting patience and creativity, for showing your interest in this tournament and growing the community which surrounds it.

At last, let's turn our attention to the final two that remain standing, to see where their timelines draw to an end.





PONZI

@CajamaPat

[**◆ ENTRY ◆**]

VS

RODERICK

@rein_bel

[**◆ ENTRY ◆**]

< NOTICE >

Before we begin, we'd like to be upfront about certain circumstances which will greatly influence the judgment of these entries.

First of all, Cajama's entry has been submitted in an incomplete state, and thus cannot be given a full commentary on its writing. Secondly, there was a large disparity in the time taken for each of these entries, which has also been taken into review.

We acknowledge that we intended a loose leniency with the final deadline, and admittedly it should have fallen on us to be more forthcoming and enforce deadlines as necessary. Regardless, we could not leave Round 5 to keep going indefinitely, and enough time had passed to start calling its end.

We regret not being able to provide results on a completely equal basis, but to have something to show at all for the final round is still a fantastic feat to achieve! To see the different approaches on the characters and setting was an incredible experience to have, and we can tell that it would not have been an easy decision should all outside factors been taken out of the equation.



CAJAMA'S ROUND

Cajama never fails to impress us with another beautiful reading experience, whose comics provide a diverse array of creative paneling, dynamic perspective angles, and detailed scenery all with sketch lines and simple shading. The methods used to portray various ideas such as anxiety, isolation, uncertainty, and so on from Ponzi's point-of-view was done in such a real, almost visceral way that leaves a lingering impression on the reader as they continue on. They work well with the rises and falls of Ponzi's journey over the past several rounds, making his development feel natural with the way he eventually surpasses his internal demons and comes to terms with who he is. It's a grounded, realistic narrative of an endearing troubled soul.

One of Cajama's greatest strengths is drawing out the intricacies of characters through their naturalistic interactions. Their introspective dialogue and charming banter help to thoroughly explore their individual quirks and character complexities. Ponzi and Roderick's conversations are thoughtful in regard to their own inner battles, and the depth in which that is shared with each other makes for some thoughtful and compelling scenes. There was already a foundation in which parallels could be drawn between the finalists' lack of self worth, and Cajama is able to make the most of it with each panel they interact and reveal more of themselves and each other in. Roderick, Jacob, and Ponzi's confrontation with Twist is exceptionally suspenseful and absolutely feels like the dangerous battle the tournament finale has been building up to. Each emotion and struggle displayed in this scene are intense and palpable, as if mentally pulling you into the battlefield against this force to be reckoned with. Another nice touch is Jacob's involvement in the round, helping to add to Roderick's motivation through their intimate relationship without taking too much away from Ponzi's presence.

The NPC side plot that has been growing ever since the first round is also an incredible asset to the main story, helping to build its sense of scope and upping the stakes of the conflict to affect more than just our finalists. Those that Ponzi met on this journey carry their significance into the finale, showing just how much of an impact he made on them through their mentions of his involvement. While perhaps not as important as the main finalists, the NPCs are still given a spotlight to have their own lively banter with each other. The second half of the round gave them exciting moments to shine and participate in the plot, assembling and working together to prove that while they may be on the sidelines, their support helps keep the plot going.

Unfortunately, the intricate writing in this entry comes with some familiar drawbacks of its own. Though we have nothing but endless compliments for how well the characters themselves are written, there are often times when a scene feels slow and lacking in momentum due to the excessive dialogue. The biggest example of this comes from the start of this entry, where all the other competitors are gathered in the train and discussing their next plan of action. As nice as it is to see each individual take part and speak their mind, the sheer amount of screentime slightly overestimates their role in the narrative when their time comes to be important. Much of their dialogue feels overly casual and expository when compared to the actual stakes of their situation, and struggle to build the tension necessary for a finale. These interactions, while entertaining, become superfluous and draining to read when there are these lingering expectations for the main plot involving Ponzi and Roderick's. At times it feels like we get more interactions between the NPCs altogether than between the finalists, which is mainly an issue in the first half of the round. Too much of a good thing begins to take away from the main point of the story, so the writing, as rich as it is, could be improved just by condensing or removing scenes that aren't necessarily needed to flesh out the round. Information gets repeated or reiterated at times, and inner monologues, while insightful, can be more efficiently understood through visual storytelling.

While this round is unfinished and lacks a satisfying conclusion to tie loose ends up, it's just enough to reflect on Ponzi's journey. We see him grow from being insecure and practically invisible, to someone worth seeing as a main character of his own story after learning to come to terms with his past and his doubts. There's a heartwarming irony to his role in the tournament, as he's made it so far as to being an actual finalist after his struggles with feeling like a spectator, or someone considered useless in such a competitive environment. His story is inspiring in that way, having him beat the odds with his own way of participating in the tournament.





REINBEL'S ROUND

Once again, we are treated to an excellent cinematic experience by Reinbel which utilizes all elements of visuals, sound, and writing to deliver an emotional finale to Roderick's journey. Every major character slots into place perfectly for the narrative, never once overshadowing another while still giving great importance to their presences. Snappy yet impactful dialogue paired with an ambient musical score to make the most of the medium make this a truly exciting and indulgent watch.

It has been a touching and well executed ride to watch Roderick develop from a timid passerby merely stumbling into this mysterious world, to a hero bringing the pieces of the world together to honor his home and history. He came into the city uncertain of what he really wanted, and the fact he came out of it with such conviction and determination in his endeavors shows great character growth. The theme of fate is even challenged through Roderick's personal revelations, as he eventually seizes control over his own actions so no cycle of negativity or entrapment has to repeat. Roderick's overall story ends with his self acceptance as a robot and welcoming Iris into his family as the timeline completes its loop. It's a heartwarming and emotionally fulfilling conclusion, as bittersweet as it is that Roderick and Jacob must part ways to their own homes and families. At the very least, Roderick can keep the memory of Jacob close to him through his scarf.

Ponzi is utilized and written fairly well in the round, complimenting Roderick's character and allowing both their arcs to be fulfilled simultaneously. This includes even the background competitors Ponzi has been gathering in his own side of the story, who receive just enough screen time to heighten the scope of the city as well as the stakes of the conflict once Twist imposes a threat upon it. This allows Ponzi's contributions to the tournament to elevate the round's narrative as well as its themes of hope and togetherness, as the sweet and exciting resolution is thanks to the help of those Ponzi has connected with, including the redeemed Jade and Noire. With this, Ponzi continues to prove his own usefulness and ability to improve others' lives, and acts as a satisfying conclusion to his arc and role in the conflict without overshadowing Roderick's. His hard-hitting moments of dialogue such as "you do it scared" being borne from the contrast between roderick's perspective as a robot and ponzi's increasingly apparent mortality makes an extremely strong thoroughline to the theme of the round.

The downside of intensive video editing, as we know Reinbel would only be too familiar with, is the lack of time to incorporate more intricate details that would flesh out the plot and character interactions. Thus, parts of the round leave further elaboration to be desired , such as the confrontation between Roderick and Twist. It's clear that the previous rounds were building up to this moment, each time Roderick learnt something about himself and his connection to the city. This includes the flashbacks that revealed his contact with the judges in a past timeline, establishing a cruel irony of role reversal once Roderick were to inevitably face Twist in this current timeline. The scene itself is rich with tension, taking advantage of Twist's silver tongue and prior knowledge of Roderick's past self to downplay his agency. While literally removing said agency is a devilish blow, its impact and dramatic potential is underwhelmed due to the rather quick pacing of the plot beat as well as the moment itself being under-utilized. Twist only uses this against Roderick to stop him in his tracks, but perhaps an unwilling clashing with Ponzi would have helped especially with involving him in the scene more. Roderick's overall motivation, while consistent and significant to his character on the surface, does also feel shallow at times as the sacrifice of time does not allow further exploration of what exactly drives him. His want to save the city and its inhabitants is established clearly, but the specific events that motivate this desire, as well as his general personality and goodwill, don't help to make this feel as personal to him as the round makes it out to be.

While the weaknesses of the round hold back the full potential of the story, they can also be seen as a commendable effort by Reinbel to concentrate on the most significant parts of the story even if it means sacrificing those intricate details. This continues to be an important skill in storytelling whilst under the established constraints. Each component of this chosen medium has its unique challenges, so it's definitely an impressive feat to still be able to deliver the narrative's main message with a quality, emotionally-moving round.



AND THE WINNER OF SPLINTER CITY OCT IS...



RODERICK MAY



! THANK YOU, AND CONGRATULATIONS !

And there it is! Wow... *what a journey!* From starting off strong with over 200 auditions, and having a near-perfect submission rate for each round, to ending it off with incredible and unique entries from our finalists! Not to mention how strong things are going in the spectator department too!

It's been a little more than two years, but it's also hard to believe that things are finally coming to an end. We have a lot of thoughts on this OCT's run, but you can read all that under "*The Final Word*" on the page after this one.

For now, we're offering our biggest and sincerest thanks to everyone involved in the progression of this OCT.

To the auditioners that took up their pen and gave our tournament a shot.

To the voice actors that helped bring many of our artistic visions into reality.

To the spectators that watched and commented on all the going-ons of this place.

To the competitors that rose up to the challenge and gave their all for every round.

To the finalists that brought everything together at the end.

Thank you, and congratulations for making it this far.

Now, for the prizes!



◆ PRIZES ◆

The time has come to begin preparing the promised rewards for all of our winners!

Here are the official placings:

🏆 1st 🏆

Reinbel



🏆 2nd 🏆

CajamaPat



🏆 3rd 🏆

sid_ester



ToastyGhostey & V1osi



Expect a message from us soon about the specifics of your prizes, especially for those that will be receiving a physical item! Additionally, all community contributors that offered a prize will be contacted shortly, so please be on the lookout for that!

And don't worry, we still intend on giving out the sticker sheet promised for everyone that completed an entry in Round 1!

Further discussion on this will likely be carried out in the Discord server.

Given the nature and quantity of these prizes, they will inevitably take a long time to prepare and complete alongside our other life-related obligations. So thank you once again for your patience, we hope the wait will be worth the results!

The Final Word

Before we wrap this up, we'd each like to say our own piece about the OCT, and our thoughts on the journey behind us.

Part

Two years ago, the simple idea of a splintered city bloomed from nostalgic feelings for OCTs. It's absolutely crazy how a jokey "haha what if" can develop into such an ambitious project and incredible community that celebrates what there is to love about these tournaments. Admittedly, our intention of it being a casual endeavor for competitors didn't go according to plan, but that doesn't take away from the fact everyone put their heart into their work and got to have a blast with each other's characters!

OJ

It's amazing how a simple thought between friends can become so much more, until a community is built around it, and amazing people gather to share their stories and create new experiences, and memories. Splinter City is just that, and while it went beyond our wildest dreams, I wouldn't have it any other way. I've learned invaluable things during this time, both in judging a tournament, but also from the community themselves. Everyone is incredibly creative and talented in their own ways, in several different media no less, it at times made our decisions feel impossible. Being a judge for the first time, along with Classy and Part has been a journey I wouldn't hesitate to take up with them again, and thank you for all of Splinter City for being there, and witnessing its moments with us.

Classy

Never in my wildest dreams would I have imagined my first judging experience to be at a scale this large. It has been both an amazing and terrifying experience— on one hand, nothing beats the sheer euphoria of watching so many incredible creators use things we made up to show off their stories; on the other hand, the weight of responsibility as well as the amount of eyes on each of our decisions were quite... daunting. Storytelling mediums have always been practically impossible to put on a proper judging scale, but boy was I not prepared to witness this vast a range of creativity (which I say with upmost positivity). In the end, I'm definitely glad to have been a part of this experience. I've learned a lot of things, even from the seat of a judge, and I can only thank everyone in this community for making it as lively as it was. And thank you to Part and OJ for allowing me to help build up this silly little idea, and for making this a fun experience altogether.



★ SPECTATOR SHOWCASE ★

It has been a long journey, yet the city has seen no end in activity since the very beginning. Though this may be the final time we experience these stories together, it brings us comfort knowing that the shelves of this library will be ever-growing. Come, take a seat. Let's see where these timelines take us.

([SHOWCASE ROUND 1](#)) ([SHOWCASE ROUND 2](#)) ([SHOWCASE ROUND 3](#)) ([SHOWCASE ROUND 4](#))



@ToriCJeon

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METANOIA: 5-2




METANOIA: 5-3





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@buttlerina

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@AanzhenProjects

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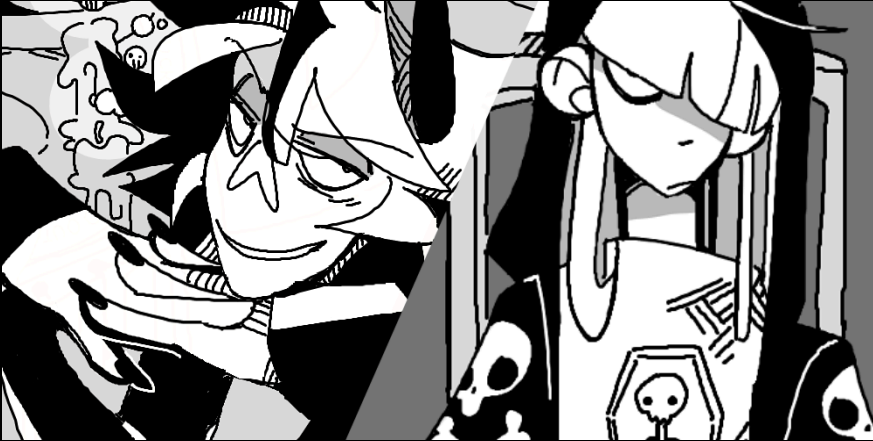




@sid_ester

([→](#)) | ([→](#))

JUDGEMENT DAY: PART 1



JUDGEMENT DAY: PART 2



@ErinTenelle

([→](#)) | ([→](#)) | ([→](#))

SPLINTER CITY ROUND FOUR SPECTATOR TEASER



SPLINTER CITY OCT ROUND FOUR SE - PART ONE



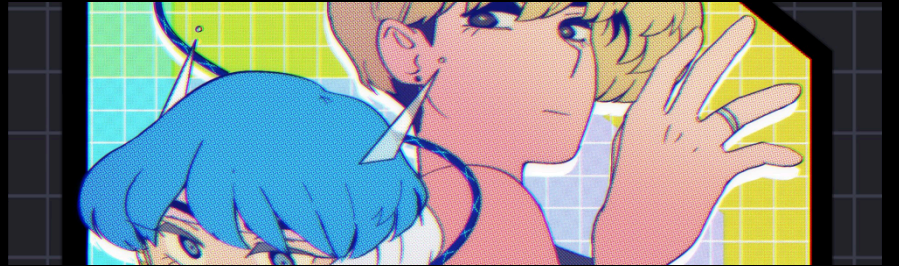
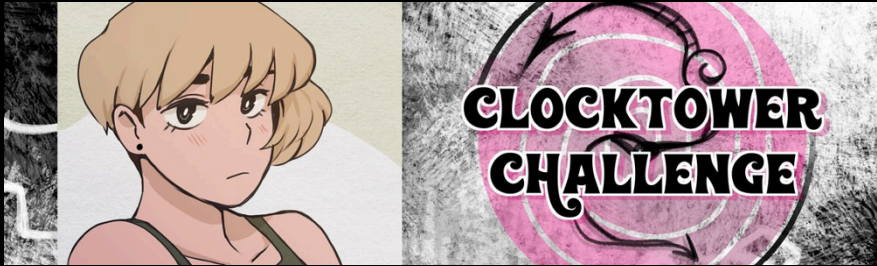
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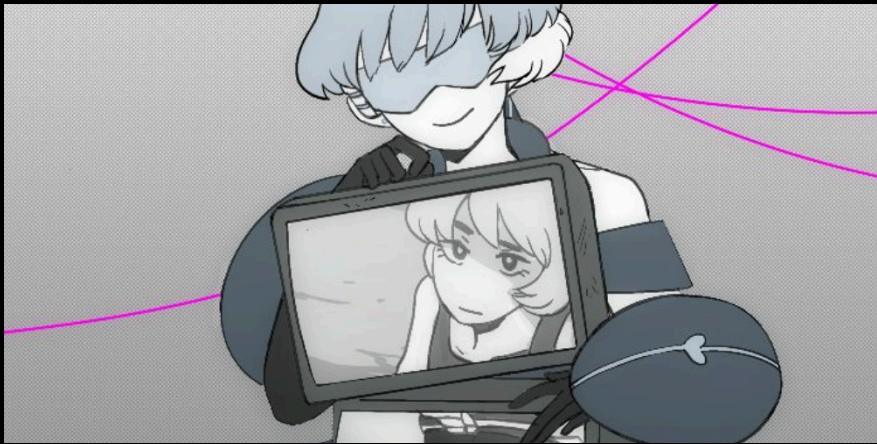
@HinaDraws

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CHAPTER 02: THE STORM



THE END (SPOILER TEASER)



As time continues to march on, so will we. So will you.

Thank you to everyone for participating in Splinter City OCT.

